PlayStation

NTSC U/C

Ogre Battle™

Limited Edition

Ogre Battle Saga
Episode Five
The March of the Black Queen

PlayStation™

KIDS TO ADULTS
KA
CONTENT RATED BY ESRB

SLUS-00467

RPG/SIM

ATLUS®

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before
resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Ogre Battle

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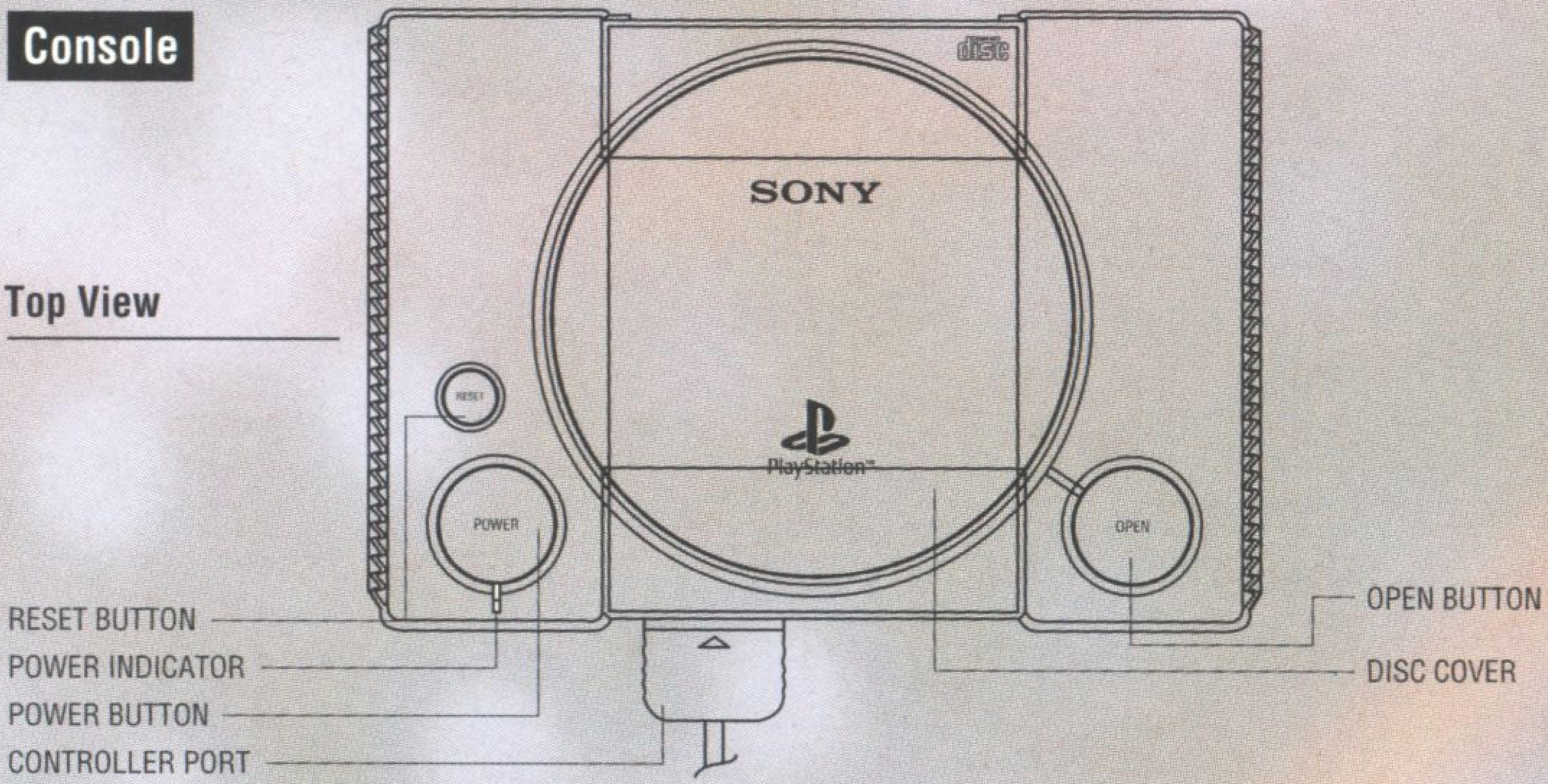
STARTING THE GAME

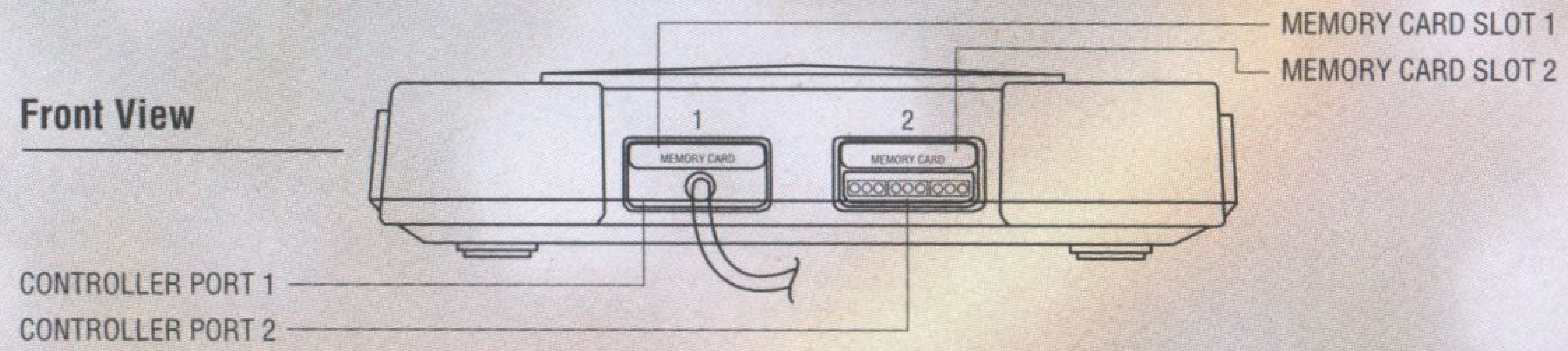
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Ogre Battle Limited Edition™ disc and close the disc cover. Insert the game controllers and turn on the PlayStation™ game console. Follow the on-screen instructions to start a game.

Console

Top View

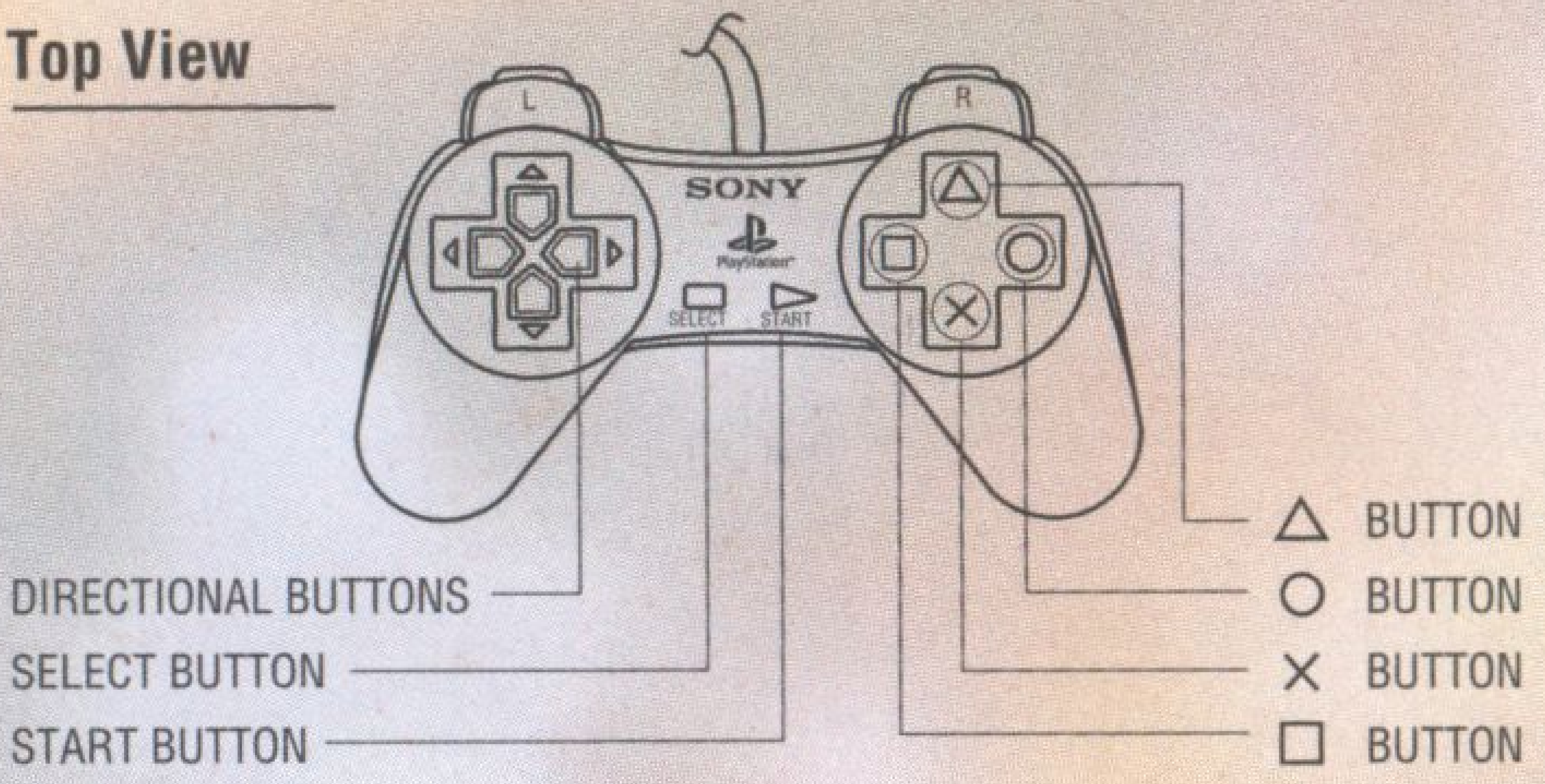


Front View



CONTROLS

Top View



DIRECTIONAL BUTTON: ....MOVING THE CURSOR
CHOOSING THE ICON.

□ BUTTON : ....CALLING COMMAND ICON. DESIGNATE THE MIDDLE POINT DURING UNIT TRANSFER.

✕ BUTTON : ....DECIDE.

△ BUTTON : ....ABLE TO SCROLL THE MAP USING DIRECTIONAL KEYS AT THE SAME TIME.

△ BUTTON : ....CANCEL

START BUTTON : ....PAUSE

○ BUTTON : ....TO READ INSTRUCTION

RIGHT 1 BUTTON : ....REDUCE MAP SIZE.

RIGHT 2 BUTTON : ....TOP VIEW MODE

LEFT 1 BUTTON : ....SHOW THE LIST OF DISPATCHING UNIT.

LEFT 2 BUTTON : ....SHOW THE LIST OF CITIES.

OGRE BATTLE STORY

THE SAGE RASHIDI, PERHAPS DRIVEN BY MADNESS, ASSASSINATED HIS FORMER FRIEND KING GRAN ZENOBIA AND JOINED WITH EMPRESS ENDORA, LEADER OF THE NORTHERN HIGHLANDS, TO WAGE WAR ON FOUR KINGDOMS. THE OVERPOWERING MILITARY OF THE HIGHLAND REGIONS TOOK BUT A YEAR TO SUBDUE THE WHOLE CONTINENT AND THE HOLY ZETEGINEAN EMPIRE WAS BORN.

THE RULE OF THE EMPIRE WAS A PURE REIGN OF TERROR. MERCILESS PERSECUTION WAS DIRECTED AGAINST THE HOLY LOYAL SURVIVORS OF THE OLD KINGDOMS AND THOSE WHO WOULD ESCAPE TYRANNY. THE HEARTS OF THE PEOPLE WERE TROUBLED BY SECRETS AND BETRAYALS AND MUCH BLOOD WAS SPILLED UPON THE LAND.

IMPERIAL YEAR 24

HERE ON THE FRONTIERS OF SHAROM. THE LAST SURVIVORS OF THE KNIGHTS OF ZENOBIA WERE PLANNING THE FINAL CHALLENGE....

STARTING THE GAME

Thank you very much for purchasing 'OGRE BATTLE LIMITED EDITION' for the Playstation. This is a simulation RPG game with a multi-ending story. Your mission is to liberate the people suffering under the ZETEGINEAN empire's reign and to achieve world peace. You will have to endure countless battles and it will be up to you what ending you bring to the world.

PLEASE READ THESE INSTRUCTIONS FIRST TO ENHANCE YOUR ENJOYMENT ON PLAYING "OGRE BATTLE LIMITED EDITION".

- To save a game, it requires a memory card which is sold separately. For this game, you will need 2 blocks of memory for each saved data.
- Please take a 15 minute break every hour when playing "Ogre Battle Limited Edition".

HOW TO USE THE CONTROLLER

This game will use various icons to execute commands. An icon is an execution button displayed on the monitor. Select the command icon by using the directional buttons. The X button is used to execute a command and the Δ button will be used to cancel the command. Whenever you need the description of any of the commands or items, press the O button on the controller. The monitor will show the direction and current command you chose.

> If at any time you wish to reset the game, press and hold the START button, then press Select, at the prompt, choose yes or no to restart your game.

START UP SCREEN

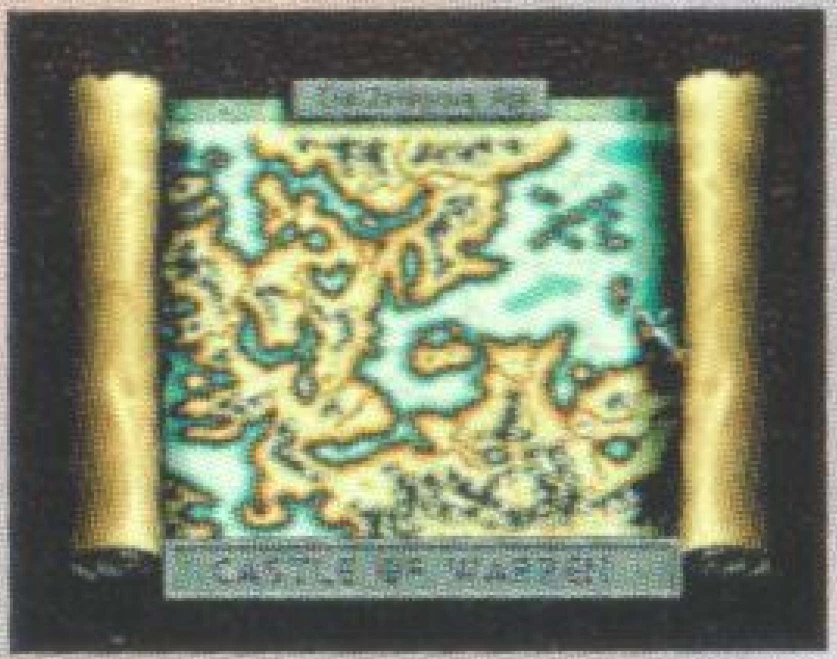
Place the Ogre Battle Limited Edition CD in the PlayStation and turn the power on. When the demo screen ends, the title screen comes on. You can interrupt the demo sequence at any time by pressing the Start / X button. If you are starting the game, select "new game", or select "continue" to load saved data, then press the X button.

When in any menu system, to back up press the △ button until you are out.

GAME PLAY FUNDAMENTALS

The character you will play is the head of the rebel forces and is also known as the Opinion Leader. The game will start by creating an Opinion Leader.

There are 3 major screen modes in the game.



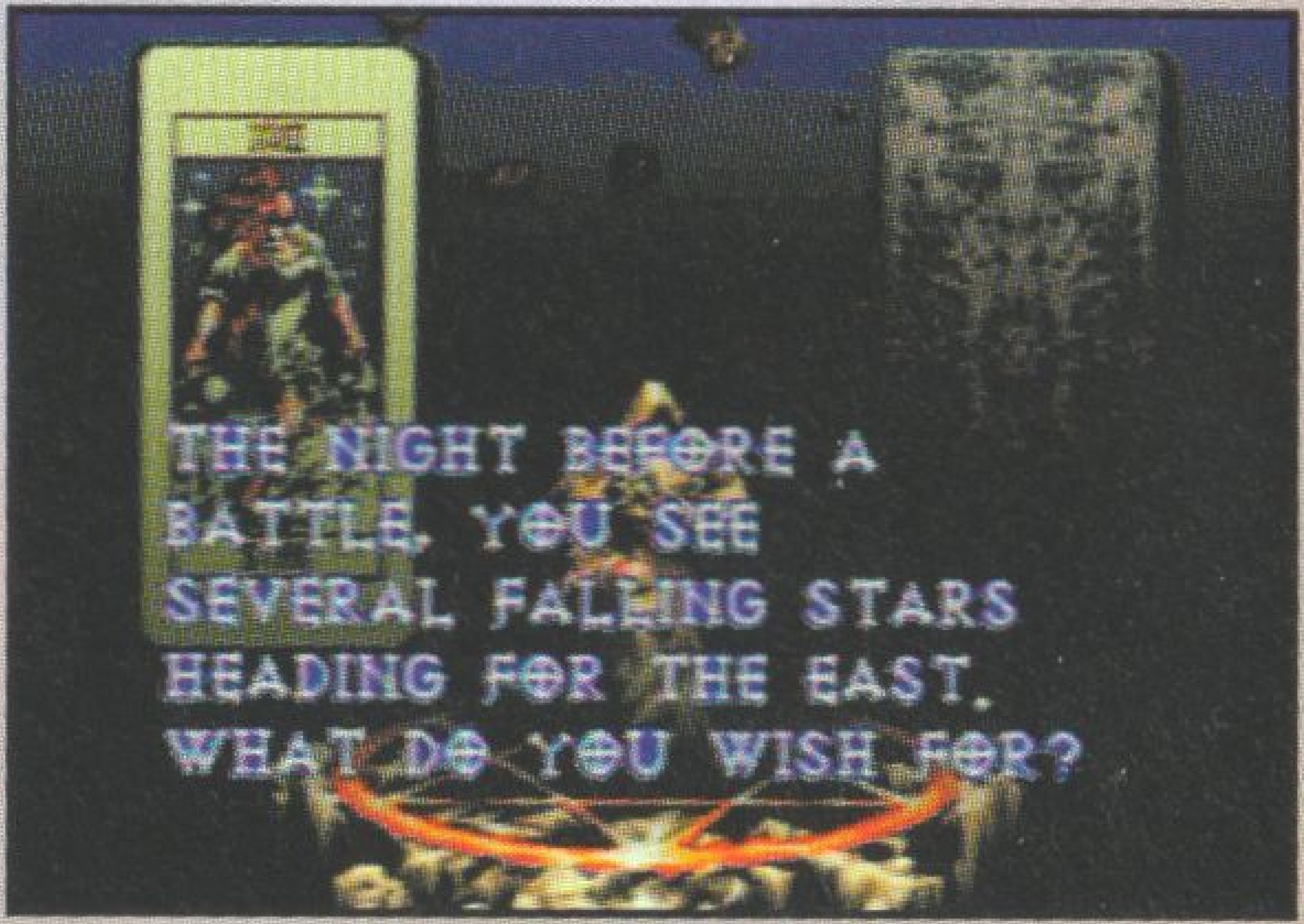
MAIN MAP SCREEN : Used to edit units, edit options, or save/load data. Once the preparation is completed, you will choose which region to attack.

REGIONAL MAP SCREEN : Move your units to Liberate cities and temples and to engage the enemy. Sometimes you will encounter characters who can help you with your cause. Once you clear the map, wounded or dead characters will recover.

BATTLE SCENE : In the Regional Map, when your unit meets with the empire's troops or neutral units, it will go into the Battle Scene. If the unit is neutral, you can use the [PERSUADE] (see section on battle commands) Command and make them join the rebellion.

Once you defeat the boss, the regional map will turn back to the Main Map. On the Regional Map, when the rebellion's headquarters is taken over by one of the empire's units, you will be forced to return to the Main Map.

MAKING OPINION LEADER



When selecting "New Game" at the title screen, the wise man Warren will appear and perform a character reading of your personality with Tarot cards. Warren will ask you several questions as well as your gender. Based upon your answers, your hero will be formed. There are 4 different types: A Fighter type, Wizard type, Cleric type, and Tamer type. Each type has their own characteristics in battle. (i.e. some are good in direct attack, others are good at using magic). Choosing a male or female character doesn't change the strength of the Opinion Leader but some of the dialogues and messages you get may change. However, the information you get during the game might be slightly different. Whether that will affect the game flow or not, is for you to find out.

MAIN MAP MODE

After you create an Opinion Leader or clear a Regional Map, you will be in the Main Map mode. In this mode, you can arrange units, prepare tactics for the Regional Map, or set the options. On the monitor, you will see three different command icons. Select an icon by using a directional button and press the X button to execute.

EDITING UNIT MODE

Viewing Status

Edit Units is used to arrange the unit by choosing characters.

• UNIT : A Unit is a team which consists of several characters. Characters always move as a Unit. There are S and L sizes of characters. L size characters are twice as big as S size characters. You can put up to five S size characters in one Unit. Don't forget to always put a leader in each Unit.
The Unit leader has a sword mark besides him/her.
On the bottom right of each character will indicate its size.

• CHARACTER STOCK : Characters which are not included in Units are shown in the Character Stock. Whichever character you remove will be put here. To get this chart, press the right directional button in the editing Unit mode.
If you move to your right, you can see the character stock.

• UNIT COMMAND : Select a Command Icon by using the Directional button and then press the X button.

VIEWING STATUS : Allows you to see a character's status. In order to view a particular character's status, select a unit where that character is located by using the directional button and then press the X button.

1. Character name

2. Character's Class

3. Present Level

4. Hit Points

5. Str (Strength) : The higher the character's Strength, the more damage he will inflict in battle.

6. Agi (Agility) : Characters with high Agility will successfully hit opponents in battle more often. This indicates how swiftly the character can move.

7. Int (intelligence) : This affects your ability to cast and defend against spells.

8. Cha (Charisma) : This level determines how well a character is able to lead Units. Low Charisma points makes a class change into a higher class character difficult. The points can increase by fighting with opponents who have a higher charisma level.

9. Ali (Alignment) : The higher a character's Alignment is, the more he or she cares for others. The low Alignment character gets stronger at night and the high Alignment character gets strong during the day. A character's Alignment points will go up by fighting opponents with lower Alignment points.

10. Luk (Luck) : A lucky character will be able to avoid attacks more often and has a better chance of finding items after defeating enemy units.

11. Cost : This is the cost of deploying this character and its daily wage. The higher the level of the character, the higher the cost.

12. Next level : Characters gain experience points after battles. This indicates the points needed to advance one level.

13. Front : Most characters attack differently on the front line than when in the back. This shows what attack the character does in the front line and how many times it can attack.

14. Back : Shows what attack the character does in the back line and how many times it can attack.

15. Move : Displays the terrain or method of travel. There are ten types: Plains, forest, mountain, low sky, high sky, sea, deep sea, slow, snow, swamp.

16. Item equipment : This indicates if a character is equipped with an item and what type it is.

1 2 3 4 5 6 7 8 9

1. ADD CHARACTER : Allows you to add a member to a Unit. The characters are selected from the Character Stock. If the Unit is full, you cannot add anymore characters.

CREATING A NEW UNIT: When you wish to create a new unit, you first need to select a character that is able to be a leader. Then go back to the Character Stock to complete your unit.

2. REMOVE CHARACTER : This will remove a character from a unit and transfer it to the Character Stock.

3. FORMATION : Allows you to select a unit and arrange or change a character's position within a unit. Be sure to check each of the character's front/back attacks to decide which row is best. In the beginning, keep the leaders of your parties in the back row to protect them from enemy attack. From the old formation, select characters with the X button. Place the characters in the empty box to create a new formation.

4. ERASE : This permanently removes a character in a Unit or the Character Stock from the game. You will be unable to recover the erased character, so use caution.

5. CHANGE CLASS : Allows you to change a character's class. When a character can change its class to a more powerful being, there is an [UP OK!] sign indicated. When a character can change to a less powerful being, then you'll see the o mark indicated. A Character's level, charisma, and alignment points influence a character's class change level.

6. CHANGE LEADER : This allows you to change the leader of a Unit. Some character's are not capable to be a leader.

7. ITEMS : Allows you to use or equip items. When items are indicated in different categories, use R1/L1 button on the controller to change categories.

1. USE ITEM : This will select and allow you to use an item. If you are using an item for a particular character, then you have to specify the character. Some items are only allowed to be used on a specific class of character.
2. EQUIP ITEM : Use this to equip characters with items.
3. REMOVE ITEM : You can remove items from an equipped character.
4. SELL ITEM : You can sell an item you have.
5. DISPOSE ITEM : It will throw an item away.
6. REARRANGE : Use this to organize your items in the item window in any way you want.
7. REARRANGE ITEM : This will sort your Items according to category. Items like [cure stones] can be stocked into one item.

8. REARRANGE UNITS : You can rearrange units according to the [type of move] or [cost of dispatch], and characteristics (i.e. STR, AGI, INT, etc.)

9. REARRANGE STOCK: You can rearrange stock characters according to its [strength], [level] or characteristics (i.e. STR, AGI, INT, etc.)

OPTION

Allows you to turn on/off battle animations.

Allows you to turn on/off the background music in the game.

You can turn on/off the Sound Effects.

Use to set up a time length of message shown on screen.

Use to set up the game flow speed.

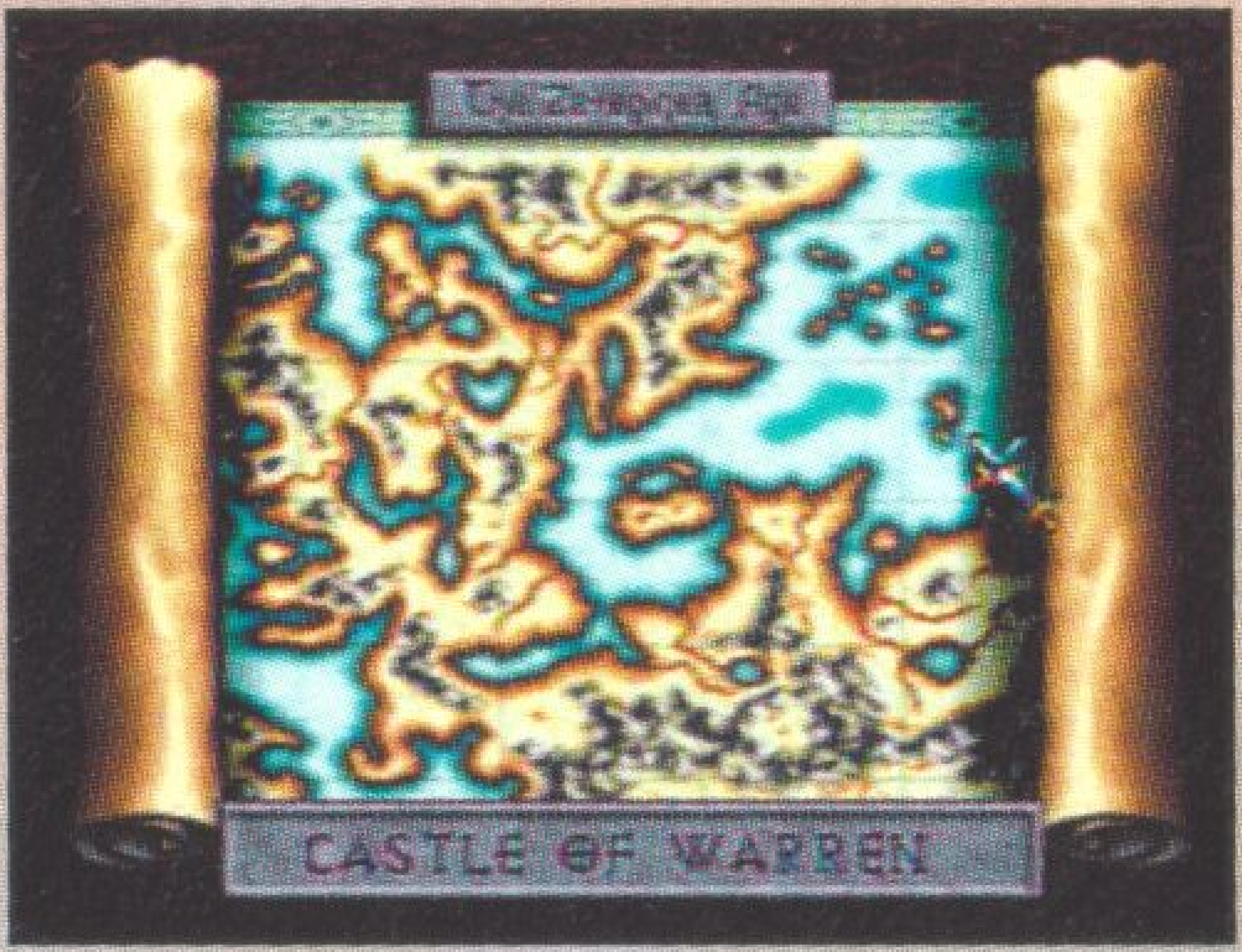
DATA

SAVE GAME DATA : Need 2 blocks of Memory to save one game (or file).

LOAD GAME DATA : Allows you to start the game from where you ended last time. Choose what game to load from the list in the window.

When you are prepared for battle, press the △ button to remove the icons. The ✕ you see on the Main Map indicates new land you attack. Move the \ cursor with the directional button and place it on an area with the ✕, then press the × button. Then you will get into a new map. ⚑ mark indicates that the area is already liberated. When you put \ and ⚑ mark together, press the × button, then you can go back to a land that you already liberated.

If you want to use the commands, press the □ button. It will bring up the Command Icons.

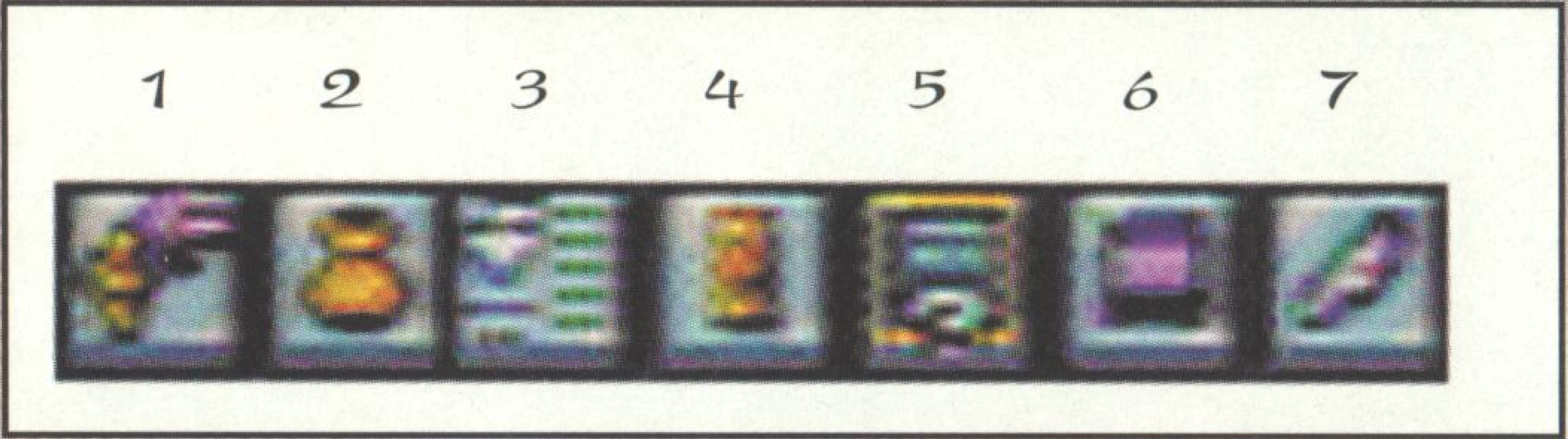


REGIONAL MAP

In this mode, you will move your unit to the empire's fort and liberate the area. The empire's headquarters is indicated by the sign [BOSS]. When you liberate the headquarters, you can go back to the Main Map since that area of the map is cleared. When you liberate a city or temple, you can draw a tarot card and sometimes you'll see some kind of event.
In this mode, you can bring out the[COMMAND ICONS] by pressing the □ button. When you put the \ cursor on a city or temple and press the X button, you can see its data.

Command Icons

The Command Icons are used to dispatch units and use items. You can reorganize units at [editing unit mode]. In order to bring up the Command Icons, press the □ button. When you press the Δ button, the command icons will disappear from the screen.



1. DEPLOY UNIT : Deploys a unit on the Regional Map. Confirm the Unit you would like to dispatch and then specify the place where you would like that unit to move to, then press the X button. When you are setting the designation, press the □ button instead of the X button, so you can designate a mid-point to stop by. The dispatched unit will begin moving from the rebellion's headquarters. You can dispatch up to 10 units on the Regional Map.

2. ITEM : Has the same functions as [item] in [edit unit mode] on the Main Map.

3. EDIT UNIT : Same function as [edit unit] on main map. (see editing unit mode).

4. TAROT CARD : You can learn about each Tarot card's effect by pressing the X button.

5. INCOME PROJECTION : Each time you liberate a city, you will get a tribute from the freed city every day. You will need money to dispatch Units or buy items. The total income will be updated at noon daily. You can check your current income status whenever you use this command.

6. OPTION: Same as [OPTION] command on main map.

7. DATA : Same as [data] command on main map.

UNIT COMMAND

You can bring up [UNIT COMMAND] by putting the \ cursor on the unit icon mark and by pressing the X button. When you put the \ cursor on the empire's unit and press the X button, you can see their information.

MOVE : Allows you to designate the area and move the unit. When you are setting the designation, and press the □ button instead of the X button, you can designate a mid-point to stop by.

BATTLE TACTICS : To set battle command. This sets up the method of attacking the enemy. You can set up a different command on each unit.

- BEST : Each of the characters will use it's best skills to destroy the enemy and give the most damage.
- STRONG : Will attack the enemy with highest hit points.
- LEADER : Attack enemy's leader.
- WEAK : Attack the enemy with lowest hit points.

EDIT: Allows you to edit a unit. This command has the following functions.

- FORMATION : Allows you to change the attack formation of unit.
- ERASE CHARACTER : Permanently removes a character from the game.
- CHANGE LEADER : Allows you to change the leader of a unit. But you cannot change the opinion leader.
- CHANGE CLASS : Allows you to change a character's class.

The following commands can be used when a unit meets certain conditions.

RECRUIT CHARACTER: Can only be used in cities and only if you have room to recruit a character. Adds a character to the unit. The Characters which can be recruited depends on the unit leader's class.

EXCHANGE CHARACTER : Allows you to swap characters between units. Can only be used when a unit is meeting with another unit.

BUY ITEM : Allows you to buy items. You Need to be at a town where a store is located.

REVIVE CHARACTER : Allows you to bring a dead character back to life. Can only be used in a temple. You have to pay 3 times more than the cost of a newly dispatched character.

BATTLE SCREEN

When a rebel unit meets with one of the empire's units, a battle will begin. The battle will automatically be fought according to the designated [battle command]. By pressing the X button, you can get the[Command Icons].

You can win the battle by inflicting more damage than the enemy. But the damages you give with a Tarot card will not count. The unit which loses the battle will have to withdraw from the current battle area and stop. When you choose the [retreat] command, the unit will withdraw as well.

When a character loses all of it's hit points in a battle, the character dies. You can revive dead characters at a temple. (see tactics of battle). Also, there's a particular item which enables you to revive dead characters. When a unit leader dies, the unit will ignore your orders and run back to its headquarters. Once the unit is back to the headquarters, it'll be stocked but the leader remains dead. So until you get the leader's life back by using a particular item or change the leader, you cannot dispatch the unit.

• When you dispatch the unit again, you will have to pay the dispatch cost again.

The unit with a dead leader will turn into a skull symbol.

BATTLE COMMAND

1 2 3 4

1. TAROT CARD : Each card has a special use. You can give damages to the enemy or bring up a parameter of your unit. Your Opinion leader's characteristics will affect the power of each tarot card.

2. BATTLE COMMAND : Same battle command as in [unit command]. (see P 18)

3. RETREAT : This allows you to escape from the battle.

4. ANIMATION : You can turn on/off the animation of the battle sequences.

PERSUADE (Only when the enemy is a neutral unit) : When you face with a neutral unit, you can persuade them to be on your side. Once they join you, they are stocked at headquarters.

TACTICS OF BATTLE

• **REPUTATION METER**
This shows what the people of the area think of you. You may play Ogre Battle without regard for the opinion of the populace, but the storyline will be adversely affected if the meter falls too low.

• **CITY** : The wounded character can recover from its injuries by staying at a city. When there is an opening in a unit, you can recruit another character here. You will be able to buy items only in towns with shops.

• **TEMPLE** : As well as in the city, you can heal the wounded. Also, you can revive a dead character here.

• **PAUSE** : In the regional map, the game will progress in real time. But you can pause the game by pressing the START button. You can give orders to units while you are paused. It will be useful to use the [PAUSE] button when you need to give orders to several units.

• **CHOOSE THE UNIT OR CITY AND JUMP** : When you press L1 button on the controller, the list of the Units you are dispatching will show. Choose a unit and the screen will scroll up to where the selected unit is at. When you press the L2 button, you can see the list of cities. Select the city with the X button and you can scroll to the city you selected. To end the list, press the Δ button.

• **HIDDEN CITIES AND HIDDEN TREASURE** : When a unit is moving, sometimes it will discover a hidden city or treasure. You can get a hint about those beforehand but you can accidentally bump into them. If you think there something there, go ahead and send the unit to check.

• BATTLE WITH THE ENEMY BOSS : Unlike the other battles, you cannot win until you kill the boss. When the boss is strong, you can send several units in a row to attack him/her.

• MINIMIZED MAP DISPLAY : When you press R1 button on the controller, the map will reduce its size. Press R1 button again to restore the map to its original size.

• CHANGE THE POINT OF VIEW ON THE MAP : When pressed R2 button, you can see the area map from above. This is useful function when you want to check the location of the unit and the fort. You can go back to the original map when you press R2 button again.

• INFORMATION ABOUT CITIES AND TEMPLES : When you put \ mark on to the city or church on the map and press X button, the information window comes up in the screen. If the city or temple is under the rule of the empire, the window is in red. If it is on the rebellion side, the window shows up in blue.

• CAPTURED REGIONAL MAP : You can go back and see a Regional Map which you already liberated. From the captured area map, you can go back to the main map by using [go back to map] command.

DATA OF MAGIC & SPECIAL ATTACK

There are 6 different categories of magic / special attack. Flame, Cold, Thunder, Black, Holy, and Physics. Depends on character's class and parameter, their specialty changes.

FIRE MAGIC

Name	Target	Effect
FIRE BALL	one enemy	Give damages by throwing a fire ball.
FIRE WALL	all enemy	Give damages by blowing a column of fire.
SUPER NOVA	all enemy	Give damages by nuclear bomb
KATON	one enemy all enemy	Give damages by blowing flame.

FIRE ATTACK

Name	Target	Effect
FIRE STORM	one enemy	Sends in oxygen causes a small flame into a huge explosion.
FIRE BREATH	one enemy	Blows out a flame. Mainly used by Dragons.

WATER MAGIC

Name	Target	Effect
ICE FIELD	one enemy	Causes a sudden temperature drop around the enemy
BLIZZARD	one enemy	Blows ice crystal
ICE STORM	all enemy	More powerful version of Blizzard. Blows a harsh snow storm.
ICE CLOUD	all enemy	Freeze enemy's bodily fluids.
SUITON	one enemy all enemy	Calls heavy rain storm.

COLD ATTACK

Name	Target	Effect
COLD BREATH	one enemy	Blows out cold gas. Mainly used by Dragons.

THUNDER MAGIC

Name	Target	Effect
LIGHTNING	one enemy	Throws lightning bolt.
THUNDER FLARE	all enemy	Throws electrical energy to zap the enemy.
IKAZUCHI	one enemy all enemy	Calls ` thunder cloud and casts a lightning bolt.

THUNDER ATTACK

Name	Target	Effect
THUNDER ARROW	one enemy	Discharge electric shock

BLACK MAGIC

Name	Target	Effect
NIGHTMARE	one enemy	Casts evil spirit energy
DEATH CLOUD	one enemy	Change enemy's breathing air into a fatal poisonous gas.
MESMERIZE	one enemy	Hypnotize with an eye power, makes enemies fall asleep during the battle.
CHARM	one enemy	Hypnotize by staring at enemy and makes them kill each other.
STUN CLOUD	all enemy	Paralyze enemy's body during the battle.
PHANTOM	all enemy	Call evil spirit by chanting cursed spell and gives damage to enemy.
EVIL RING	all enemy	More powerful version of Nightmare. Casts powerful evil spirit energy.

DARK ATTACK

Name	Target	Effect
TOXIC BREATH	one enemy	Blows rotten gas. Mainly used by Dragons.

HOLY MAGIC

Name	Target	Effect
HEALING	one ally	Regain hit points. Destroys undead enemies.
HEALING+	all ally	Regain hit points. Destroys undead enemies.
BANISH	one enemy	By holy power, erases unnatural being and destroys undead enemies.
JIHAD	all enemy	By holy power, eliminates evil will and destroys undead enemies.

LIGHT ATTACK

Name	Target	Effect
KISS	one ally	Slightly empowers ally's attack ability. Used by fairies.

PHYSICAL MAGIC

Name	Target	Effect
TORNADO	one enemy	Cuts flesh by tornado wind.
ACID CLOUD	all enemy	Change enemy's breathing air into strong acid gas.
WIND SHOT	all enemy	Cast a shock wave.

SPECIAL PHYSICAL ATTACK

Name	Target	Effect
SONIC STRIKE	one enemy	Fatal strike by a samurai swordsman. It chips away his own soul strength for each successful attack.
PETRIFY	one enemy	Blow a gas which turns enemies into stone.
ACID BREATH	one enemy	Blow a mild acid gas. Mainly used by Dragons.
WIND STORM	one enemy	Blow out blizzard.
MALESTORM	all enemy	Create tornado. Only can be used at sea or in a river.

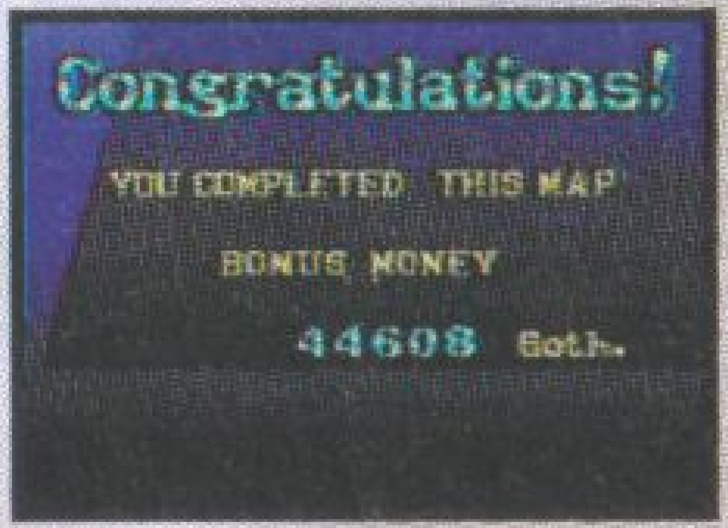
OGRE BATTLE HINTS

1. Choose Location
Areas displaying a flag have been freed, and those with Swords are ready for you to explore and liberate.

2. Deploy unit
Once you've arrived in an area, deploy several units - some to liberate towns and some to fight enemy troops.

3. Defeat enemy's unit
Upon encountering an enemy unit, you will enter the Battle Screen. The side that inflicts the most damage wins.

4. Liberate towns
Liberate towns to receive a healthy tribute. Enemy troops can retake a town, though, if you don't watch it!



5. Beat the boss
When entering a new area, the Boss' location is displayed. When you think your forces are ready, go for the boss!

BEGINNING THE BATTLE

A worthy leader has been created to lead the rebel forces to victory, and that leader is you! Let the battle begin....

LET'S MOVE YOUR UNIT

Click on Unit Icon and select Move. The cursor then becomes a flag. Place the flag on the location you wish to move a unit to and press X. To set midpoints press the □ button.

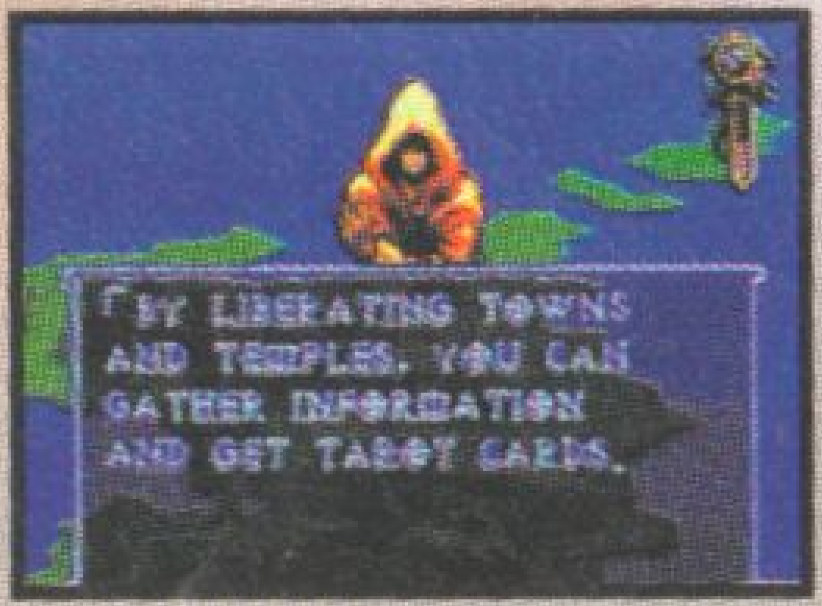
In later stages, you will use this command to move several of your units. When you have many units moving at one time, you may click on a unit and choose the View Destination command to view where that party is headed.

LIBERATE CITIES

Liberating a city is as simple as moving a unit. Place a flag on the city with the Move Unit command.

Upon the unit's safe arrival, the city will be liberated.

As a reward, you will have a chance to pull a Tarot card.

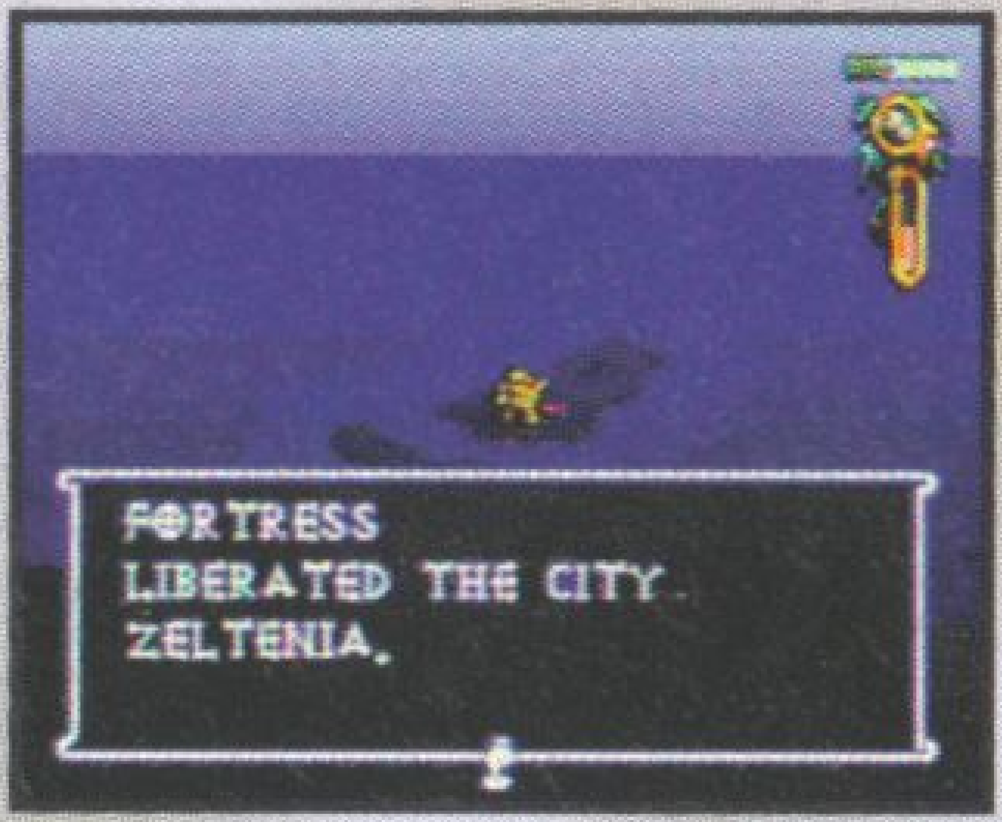


Valuable information may be received after Taking a card.

Discovering Hidden Cities

Sometimes, your units will come across hidden towns. These towns can provide important information, so be sure to send a Unit to check out suspicious areas.

In the first area, check out the island in the North East.



A unit reaches the island, and a hidden town is found!

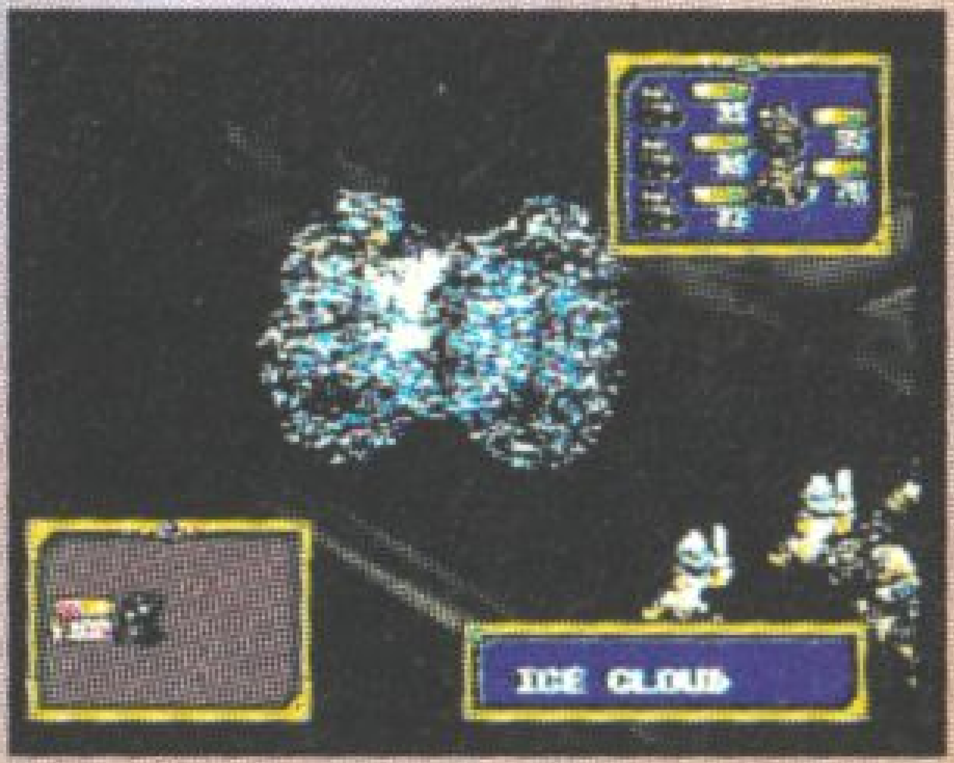
Lans appears and gives you some valuable information.

Let's Beat the Boss

Pay attention to the Boss' location when it is displayed at the beginning of the stage. When you feel that your forces are up for the challenge, head for the Boss!

Warren appears when you reach his castle .

Make sure your unit is ready to fight.



Each member will fight automatically

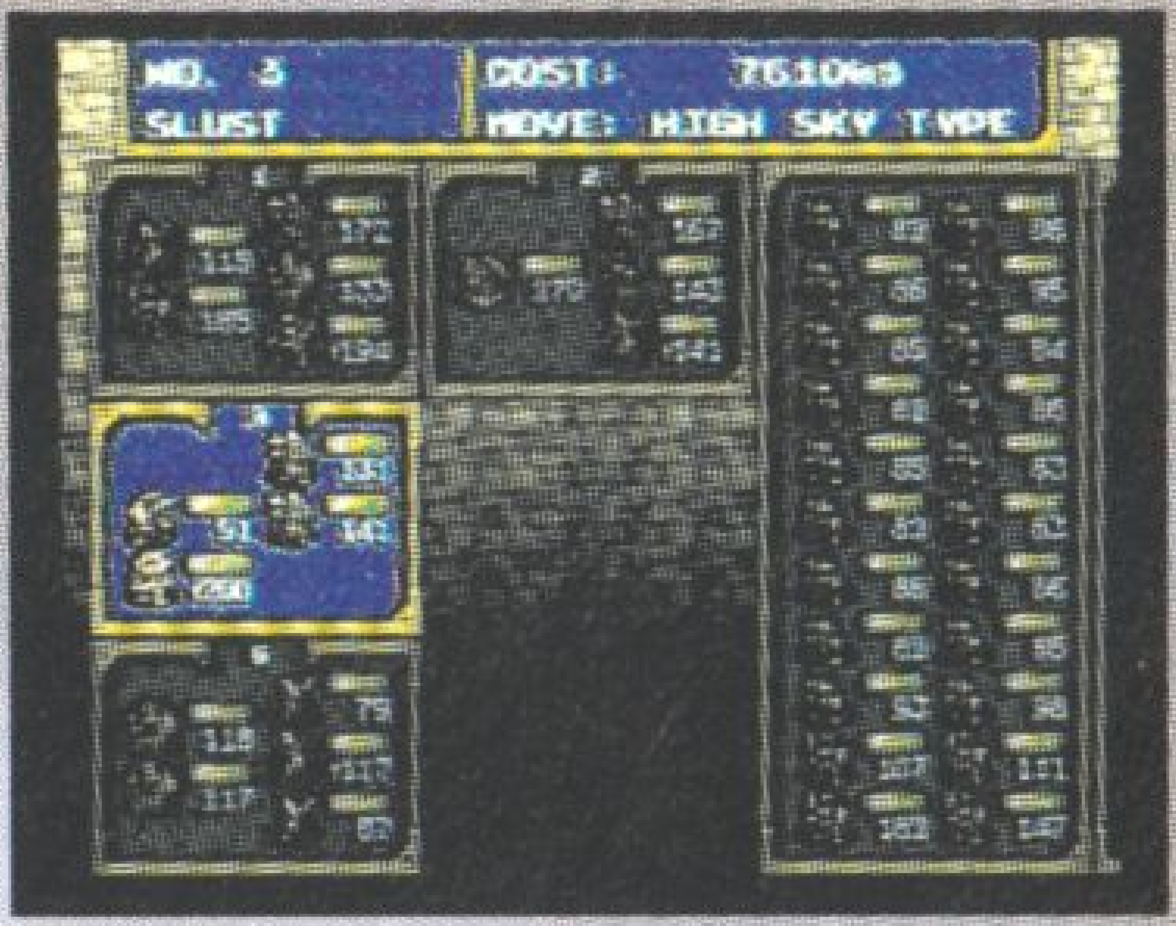
During battle, use a Tarot card to send an extra blast down to your enemies.

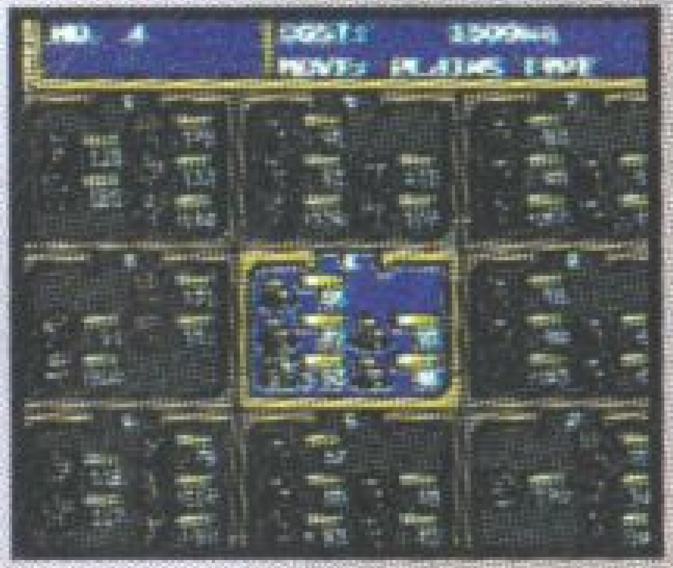
EDITING UNITS

Although it is entirely possible to play Ogre Battle with the units as they come, it is best to customize each party for maximum effectiveness. Some characters fight better together than others.

Viewing Status

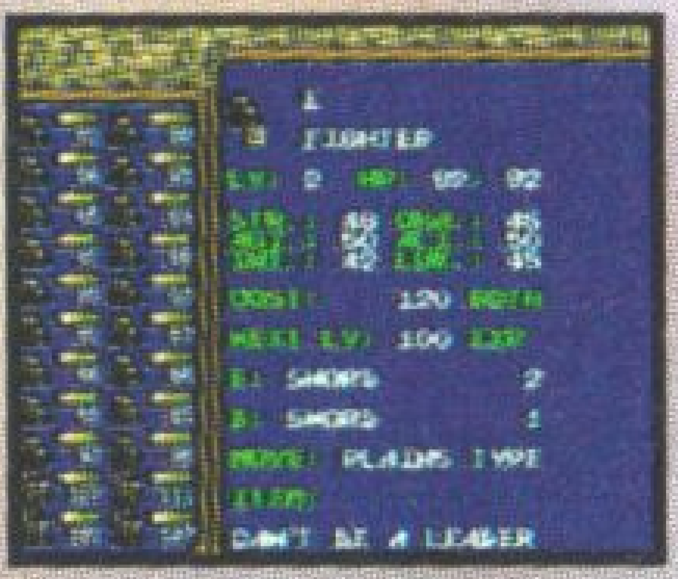
Select the Edit Units icon while on the Main Map screen to get to this menu. All characters will be displayed....Those in units and those which are in your Character Stock.





Use the directional buttons to select the unit you wish to view.

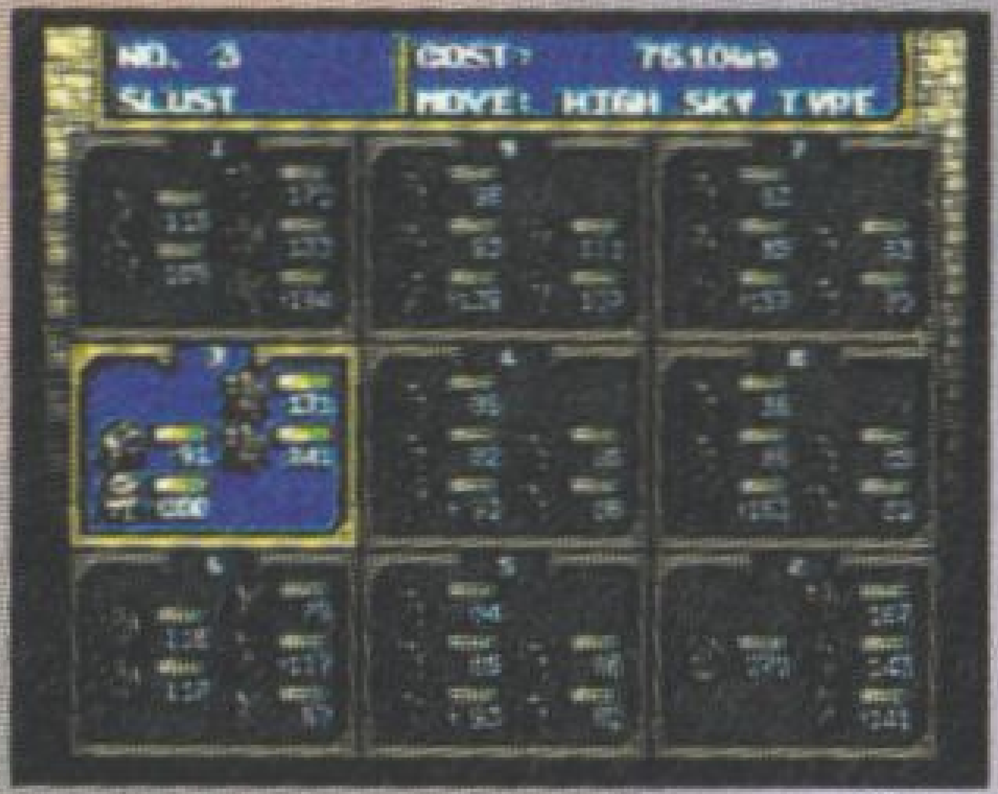
Within the unit you may select and view each character.



Try doing the same thing with the rest of your Units.

Removing/Adding Characters

The steps you take to remove or add a character are similar. Read on, fearless warrior, for all the details.



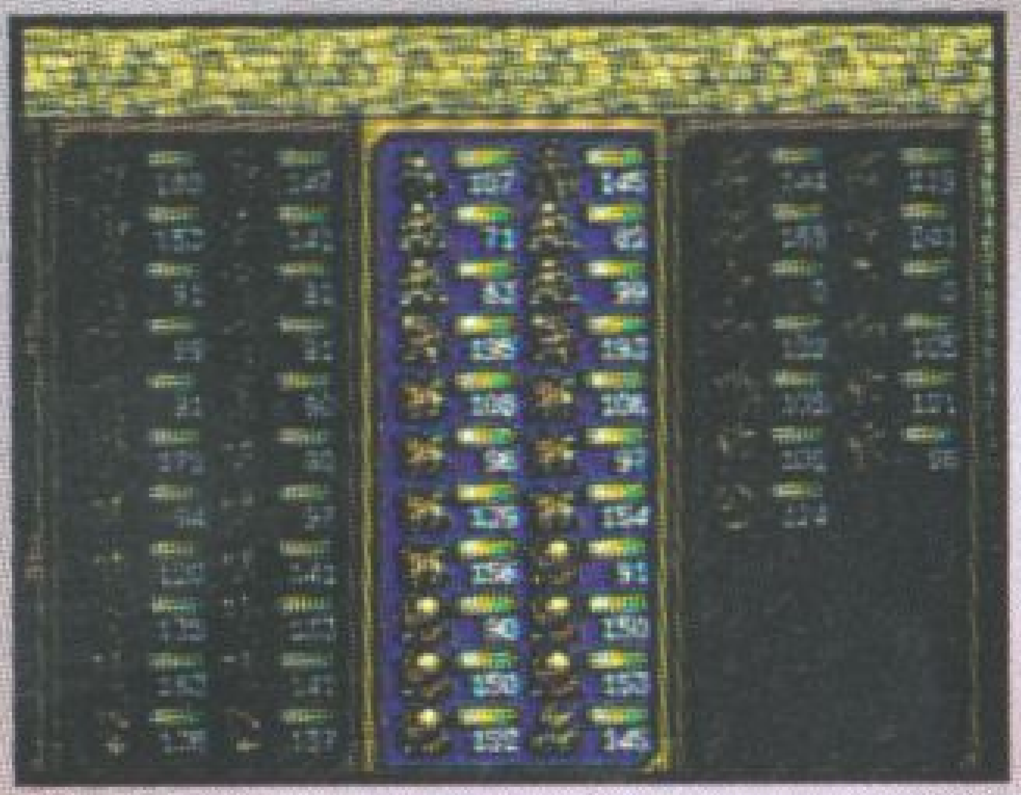
First, select either the remove character or add character icon.

Next, select the character you wish to add or remove.

Removed characters end up back in the Character Stock.

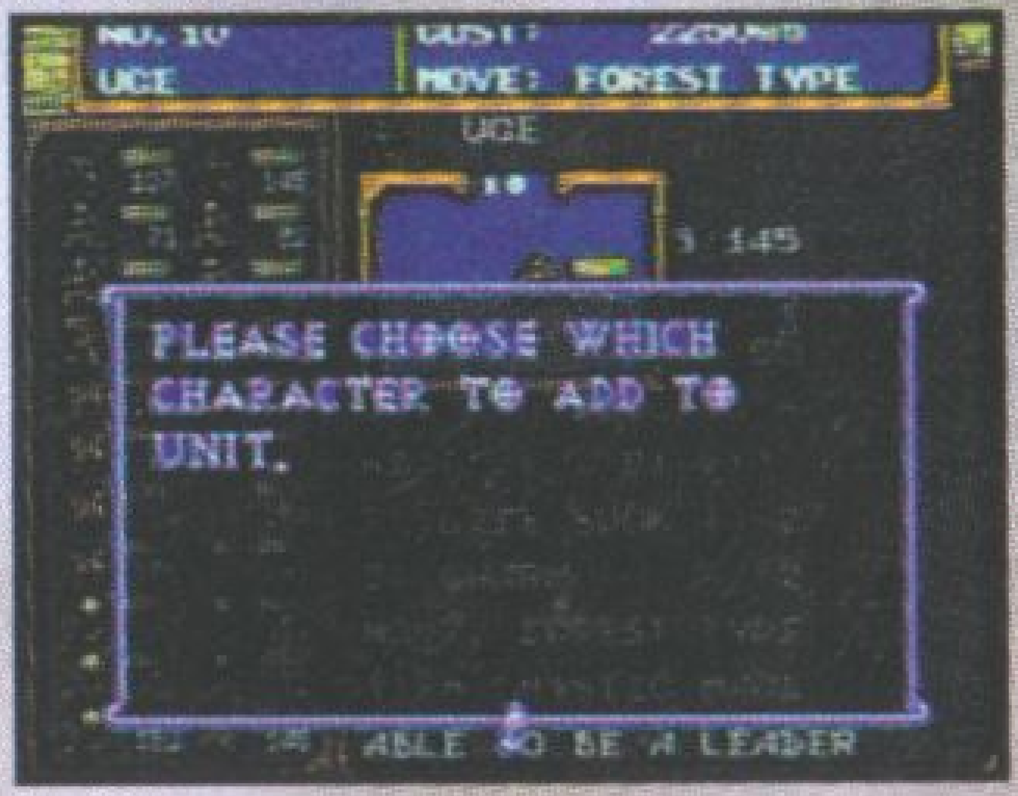
Make new Units

When a unit leader is removed, the unit is disbanded. New units may be formed with the Add Character command.



First, highlight a character in the Characters Stock to be the leader by using the directional buttons.

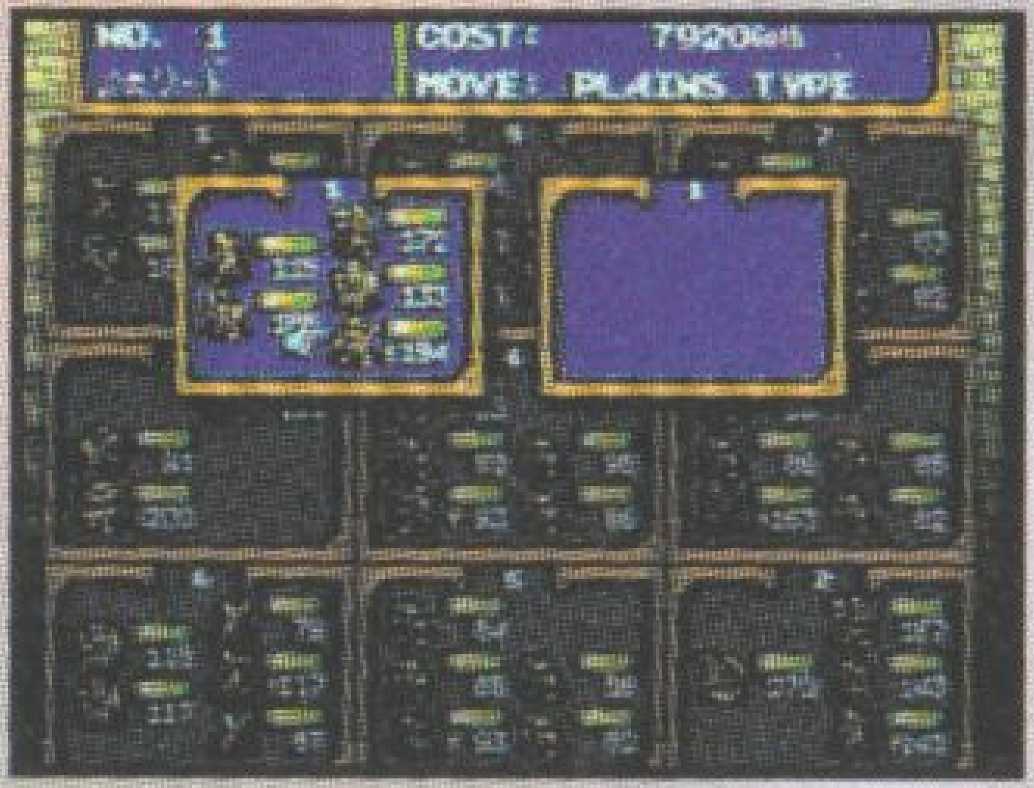
Be sure that the character you selected is able to be a leader.



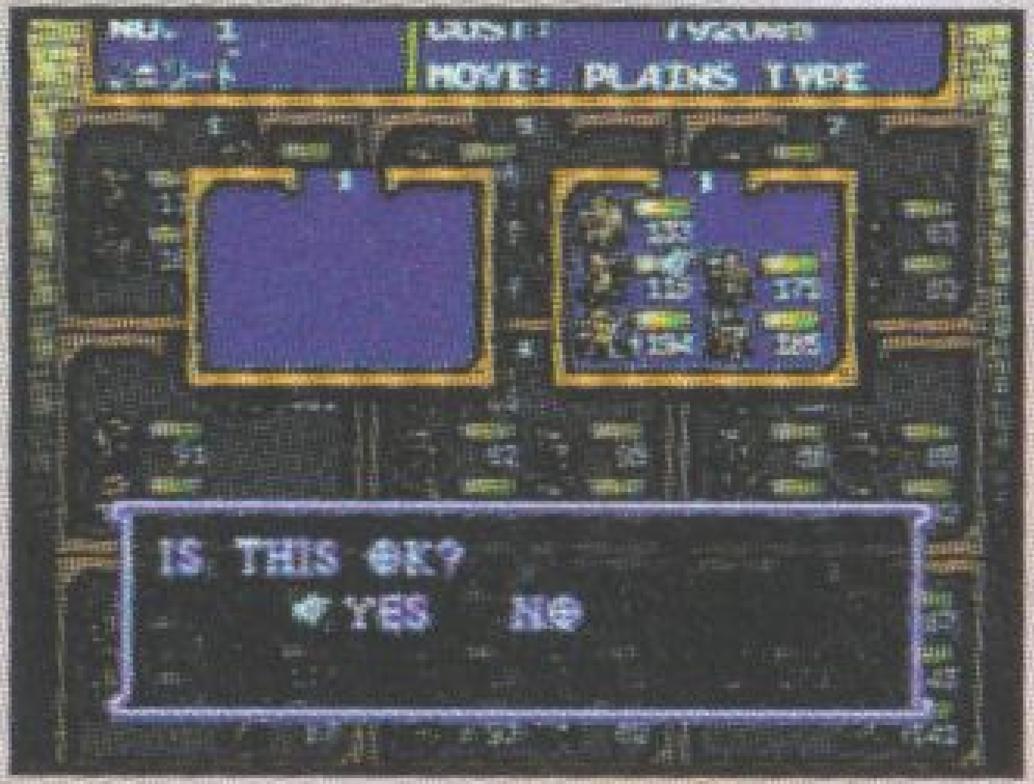
Add new members from the character Stock to the new unit.

Change unit formation

You may position the characters any way you like within a unit. Check each character's front/back attack skills to decide which row is best. While starting out, keep the leaders of your parties in the back row to protect them from attacks.



First, highlight the formation icon and press X.



Place them in the empty box to create a new formation.

Let's save the Data

Once you've spent some time organizing your units, it's a good idea to save your data on the Main Map screen.

Game Play Fundamentals

WHAT AFFECTS YOUR REPUTAION?
Although you may play Ogre Battle any way you'd like, a good reputation can ensure help from the people of the area.

ALIGNMENT: When liberating towns, the Alignment of the liberating unit should be higher than the town's morality level.

YOUR REPUTAION: Finishing the game with a good reputation will be one of the factors in getting the best ending to the game.

CLASS COMPATIBILITY: Characters in a unit with very different Compatibility cannot fight to their maximum potential.

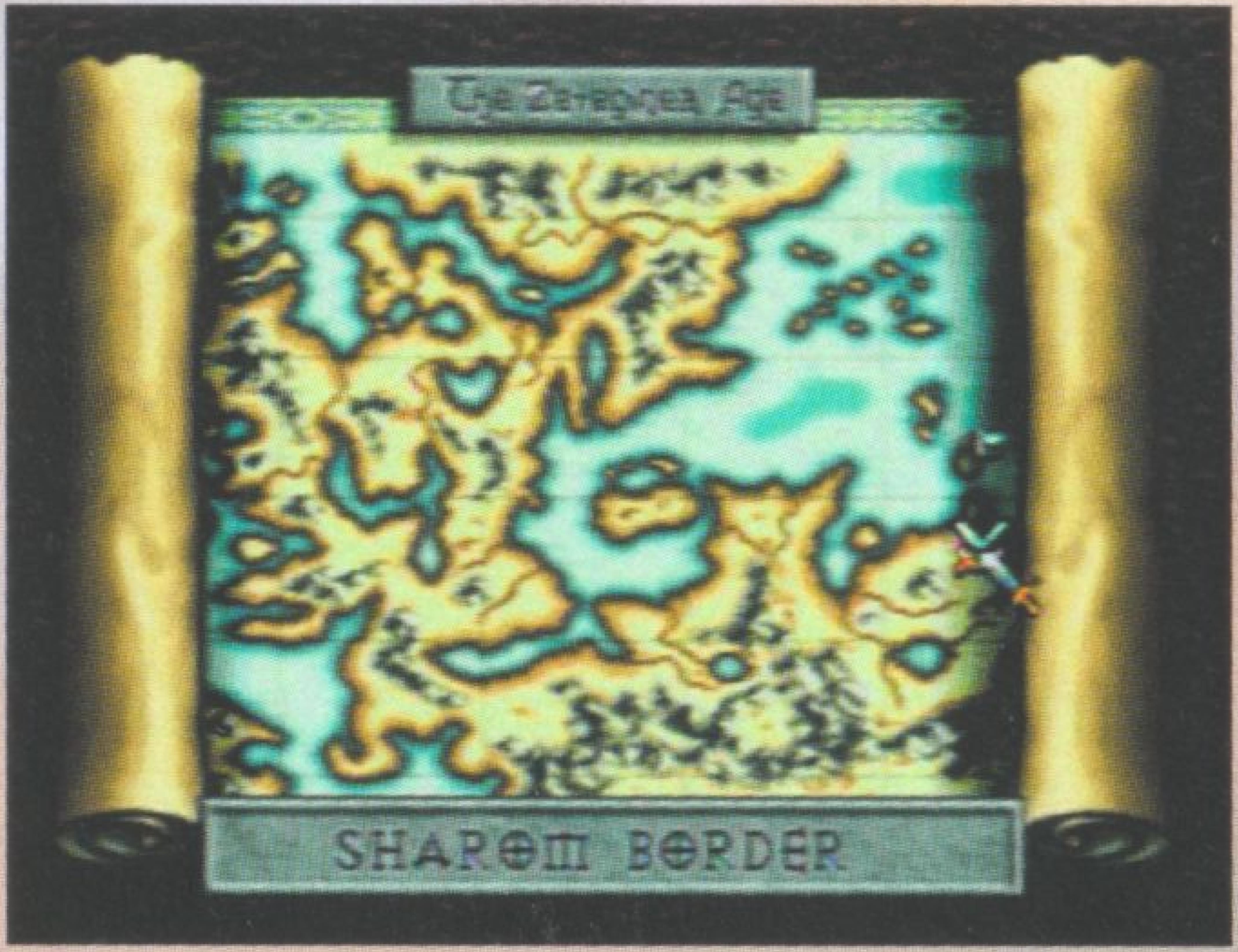
CHARISMA: A high Charisma level means that you are a good and effective leader, and increase your chances of recruiting neutral characters.

NEXT BATTLE!

Congratulations fearless Leader, you're doing well! Now it's time to take your units out and explore the Borders of Sharom. Who knows what evil lurks beyond the shadows...

Check Map & Form a Plan

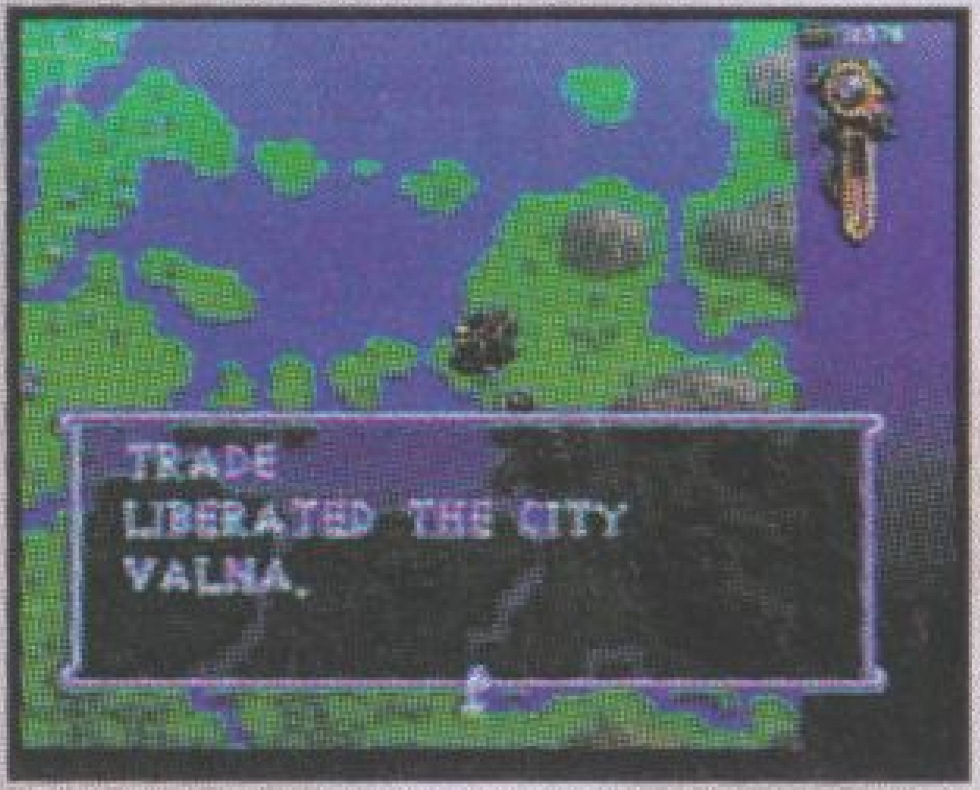
A well thought out plan is essential to your success in Sharom. Press the R1 Button to zoom from the Area Map screen to get a better look at the area as a whole.



In addition to the visible cities and temples, take note of the hidden cities and temples in this map. They may contain exclusive information.

Deploy All Units

Below is a step-by-step suggestion of how to go about completing this area efficiently. As you can see customizing each unit for maximum effectiveness will prove to be a worthwhile effort. In the beginning, all units but one should be deployed from the base, each with its own unique mission to accomplish. This is expensive, but will be worth it .



Send a group of units to Valna where the enemies will be advancing. You'll be notified when a unit reaches a general location. You can also purchase items in the town.

Remember to leave one unit guarding the Rebel base. Make sure it's one of the stronger units.

Press the L1 button to determine which unit is currently being used.

HINT TWO: WHICH ITEMS SHOULD YOU BUY?

This is the first shop you've happened upon, so don't spend all your money in one place. If you're not careful, you could go bankrupt. It's not necessary to buy the more expensive Items right now. Stick with useful, inexpensive Items like Cure and Heal.

Take on the Enemy Units!

As your units go on their way, there are sure to be enemy units to fight. Keep in mind that the people don't like a bully! Your reputation will suffer if you wipe out units that are weaker than yours. Fight the tough ones and you'll gain respect.

HINT THREE: MAKING BATTLE PLANS

Below are some hints which are especially helpful when you have units deployed out on the Area Map screen.

1. STAY ON THE CITY
It's important to keep units in liberated towns in order to defend them. Also, characters can recover hit points as long as the unit stays in the city.

2. LANDSCAPE EFFECT
Form units whose members have common terrain preferences, then send the mountain plains and water units to areas in which they fight most effectively.

3. NIGHT OR DAYLIGHT BATTLE
Characters of high alignment fight better in the day time, and those of low alignment prefer the night.

4. CHECK YOUR LEVEL!
If a good reputation concerns you, be careful who you fight. If you must fight enemies weaker than your party, one option is to defeat only their leader.

AFTER THE BATTLE - PART ONE

If someone in your party has sustained grave injuries, you should try to restore their hit points as soon as possible. After the battle, characters HP is replenished anyway.

Select a unit on the field and check each member's HP.

Select the Item icon and then select Use Item. If you have a Cure item from a shop, use it now.

AFTER THE BATTLE - PART TWO

Occasionally, a character will get wiped out in the course of a battle. You may revive those characters by taking them to the local temple. If the unit leader is slain, you'll have to have another member take over until you can revive the leader.

1. A character in this party has been destroyed! Never fear - take this party to the nearest temple.

2. Choose the Revive Character icon and he'll be as good as new.

3. A unit cannot be without a leader. What should you do? If a unit leader is terminated in battle, a skull appears. Choose the Change Leader icon and select a new unit leader.

HINT FOUR:
IF A CHARACTER DIES...

Before going somewhere far away from a temple, it's wise to buy a Ethereal flute from one of the shops. Use this item to bring a character back to life anywhere. If you can afford to lose the deceased character forever with all of their experience, then erase the character and recruit a new one in a nearby city.

SURROUND THE BOSS' CASTLE

Once you've completed the immediate objectives of the stage-liberating towns, collecting useful information etc.-choose a group of units that you think are ready and launch the attack on the Boss!

FIGHTING THE BOSS' UNIT

Remember the hidden city on the island back in the first area? You met Lans, an old friend of King Gran who was very upset at the king's assassination. Now his recruitment is helpful.

1. Choose Lans' unit and have it go to the Boss' location.

2. A tense dialogue begins between the two mortal enemies.

3. Lans is overcome with fury, and the battle begins.

AFTER BEATING THE BOSS

Congratulations, Great Leader! The evil oppressor Usar has been vanquished. It was not necessary to use Lans in your attack on Jindark, but as you can see, his assistance was very helpful. Keep this in mind as you progress through the game. There are many more people whose information and help could be essential to your success. Follow the steps below when in between each major area.

1. Next, it's time to return to the Main Map screen.

2. Change the class of any characters who are now eligible.

3. Don't forget to save your progress with the Data icon.

4. After each area, return to areas you have already visited. There will be new clues to find.

5. "Return to the Main Map" anytime by choosing the "return to map" icon.

GAME PLAY FUNDAMENTALS

ICONS ON THE CITY:

Often you will need to return to previously completed areas to pick up more information. Press the X button on the Area Map and you will be able to choose the new icon, Return To Map. Remember, after the Boss has been defeated, you can no longer collect tribute money from the towns in that stage, so don't return expecting money from them.

HINT FIVE: WHEN NEUTRAL CHARACTERS APPEAR

You will notice that occasionally a neutral character appears in battle. If you quickly press the X Button at the start of the battle, you will have the option of recruiting that character into your own party.

REVOLUTION

Now that you have completed the first two stages of Ogre Battle, you should have all the skills necessary to complete the rest of the game. Don't think it's going to be easy though. This area, Sharom District, is fraught with dangers and holds many secrets. Below are some tips to get you through the area. Some of the following steps can only occur if your Reputation Meter is high enough, so if you are having trouble, try back tracking and building up a higher reputation.

The center of regional map Sharom district is a good tactical position for most of your strong units. Deploy units with flying characters to hard-to-reach places like Jindark.

1. Deploy Your Forces
Once again, don't hold back your units. Deploy all but one party leaving that one to defend the Rebels' base.

2. Fight in the Center
Send most of your units down the center path to meet the enemy forces.

3. Visit Yulia
After liberating Chang'Ga and Bah'Wahl, head for the hidden temple in the southwest to meet Yulia.

4. Find Canopus
After Yulia gives you the Wing of Victory, return to Bah'Wahl where you will meet Canopus. He will join your quest.

5. Defeat Gilbert
Use Canopus' unit to fight Gilbert After the battle, they will reconcile their differences.

ADVANCE

Pogrom Forest is a vast, dark, forested plain and is haunted by many troubled spirits. You will need all of your cunning to get through this stage. You can best prepare for the long trip to the enemy head quarters by building units that are of high alignment and that use clerics as their leaders. The undead characters of the forest can only be defeated by white magic tarot cards, white magic weapons, or the spells of a cleric. Save two or three of your units to use for flying to the cities which are off the beaten path.

In this stage, the Southeast and Northwest corners are where you want to send your flying units. Make sure their alignments are high before liberating the cities. Your other units should stay grounded for battle in the center of the map.

1. Add All Clerics & Deploy
Edit your units to include all of your clerics. Change their tactics to "Best or Weak" to attack ghosts and skeletons.

2. Love your Enemies
As you go through the forest, use the "PERSUADE" command on any neutral characters, they will be very useful later.

3. Team Attack
When you are ready to fight Kapella, place a group of units outside his castles. They can then attack in quick succession.

4. Use "World"
Save any "World" tarot cards you have acquired for this battle and use them against Kapella.

5. Get Mercury
After defeating Kapella, return to Pogrom Forest, go to Sellshipe and receive an Item from Boltorano.

FULL MOON

The title of the Lake Jansenia stage should serve as a clue to the dangers that await you within . The inhabitants will have many stories to tell you when you liberate their cities, but look out for one particular inhabitant named Sirius. He may seem friendly at first, but everything he has to say is meant to mislead you. You'll meet him again at the end of the stage, at which time you may repay him for his dishonesty!

After liberating most of the satellite towns, circle the North edge of the lake. It will be difficult to get to the Boss' hideout on the protected island, so take a group of units across the bridge at the same time.

1. Use the Undead
Put your undead characters in the front lines of your fighting units. They can absorb physical damage.

2. Meet Sirius
His name is Sirius, but he's trying to play a pretty nasty joke on you! Don't fall for his plot to destroy the rebels.

3. Get Rune Axe
A monk at the Temple on the east edge of the map will give you a white magic weapon. Use it on the boss.

4. Daytime Fight
Because of the Boss' canine condition, visiting him at night is a bad idea. Go during the day.

5. Use Magic
A Wizard's unit with Undead characters in front will be particularly effective on the Boss.

HINT SIX:
FIND THE CHAOS GATES

The Legend of Ogre Battle says that the four gods of the Sky islands are alive and waiting for you to visit them. To reach their floating world, you must have the "Brunhild" sword. Use it to discover each of the four Chaos Gates. The gates are passages to the floating worlds of the gods. Look for them in out-of-the-way places between mountains on small islands, etc.

TRUE ENDING!?

The course of Ogre Battle is as diverse and challenging as you wish to make it. With 12 different possibilities, the ending will prove to be no less unique or unpredictable.

Your Reputation Meter

Finishing the game with a full, or near full reputation meter is just one of the criteria in getting the very best ending.

The Hero's Parameters

The maximum Strength, Agility and Intelligence is 255, and the maximum Charisma, Alignment and Luck is 100.

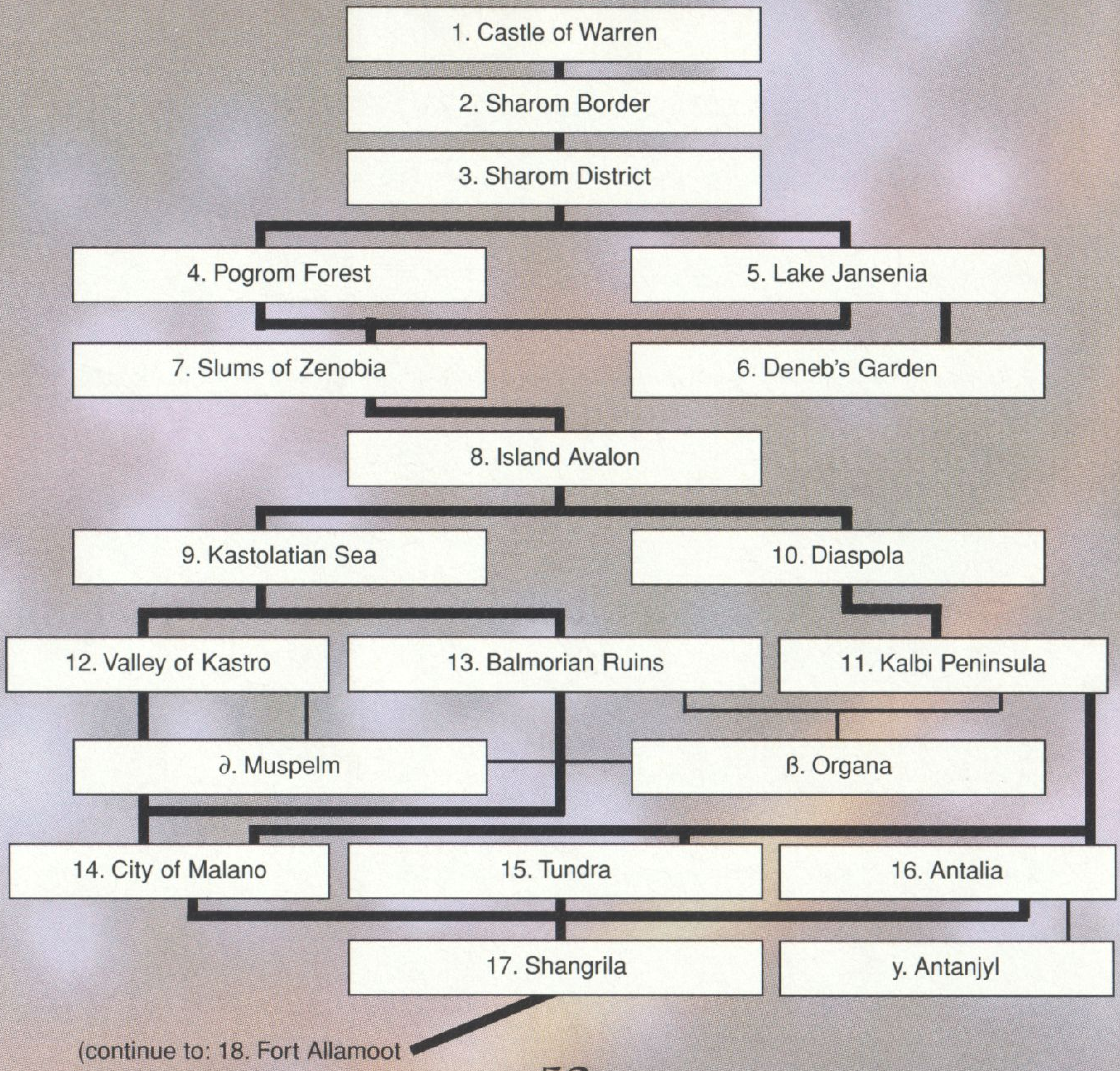
Collecting Important Items

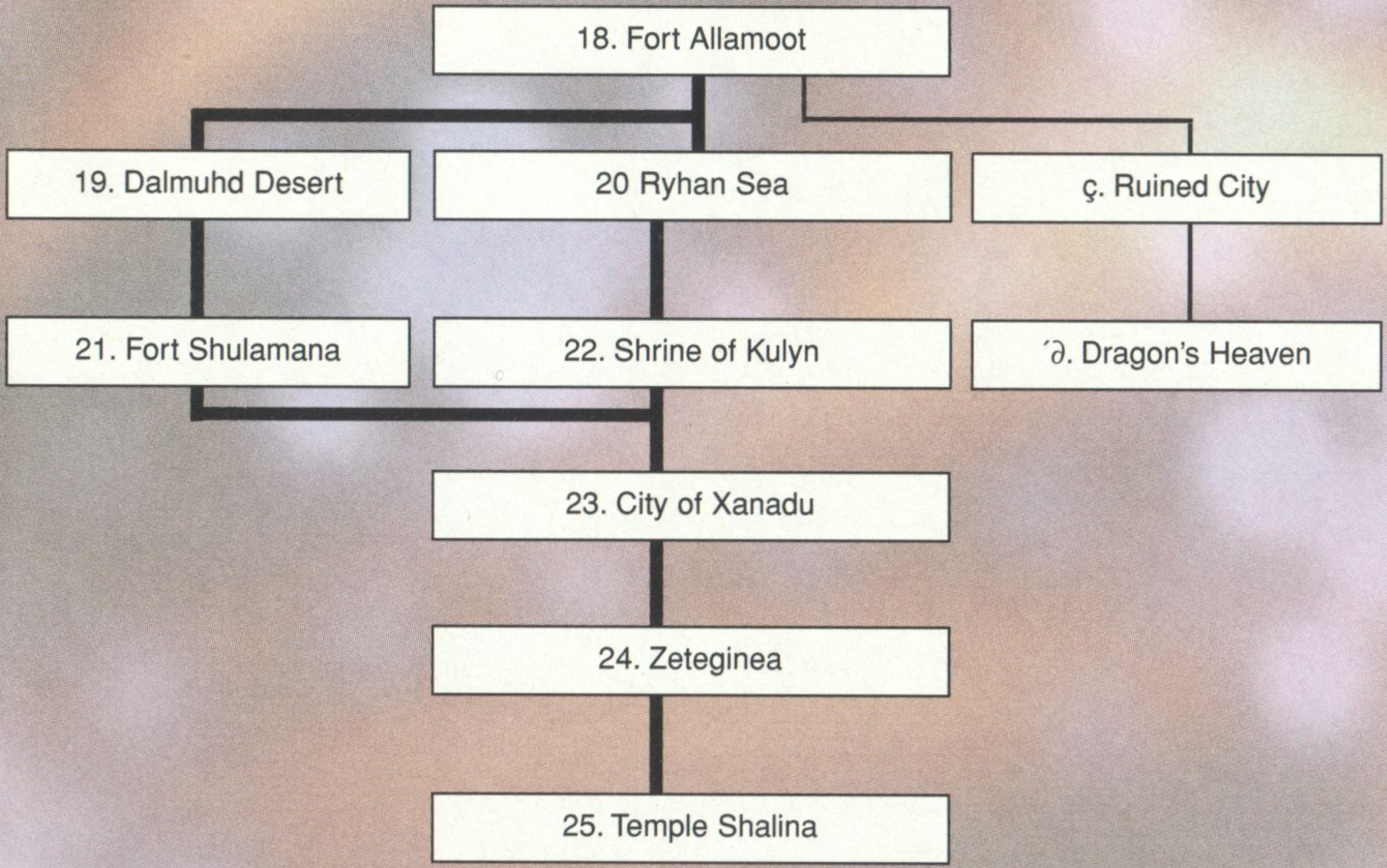
Seeing the best ending will also depend upon discovering all of the special treasures and items scattered throughout the game.

Finding Important Characters

As important as finding hidden items is, finding and talking to all of the various characters along the way is as equally important. Many key characters must join your forces in order for you to reach the best ending.

GOOD LUCK!


1. Castle of Warren
2. Sharom Border
3. Sharom District
4. Pogrom Forest
5. Lake Jansenia
7. Slums of Zenobia
6. Deneb's Garden
8. Island Avalon
9. Kastolatian Sea
10. Diaspola
12. Valley of Kastro
13. Balmorian Ruins
11. Kalbi Peninsula
∂. Muspelm
ß. Organa
14. City of Malano
15. Tundra
16. Antalia
17. Shangrila
y. Antanjyl
(continue to: 18. Fort Allamoot


18. Fort Allamoot
19. Dalmuhd Desert
20 Ryhan Sea
ç. Ruined City
21. Fort Shulamana
22. Shrine of Kulyn
´∂. Dragon's Heaven
23. City of Xanadu
24. Zeteginea
25. Temple Shalina

NOTES

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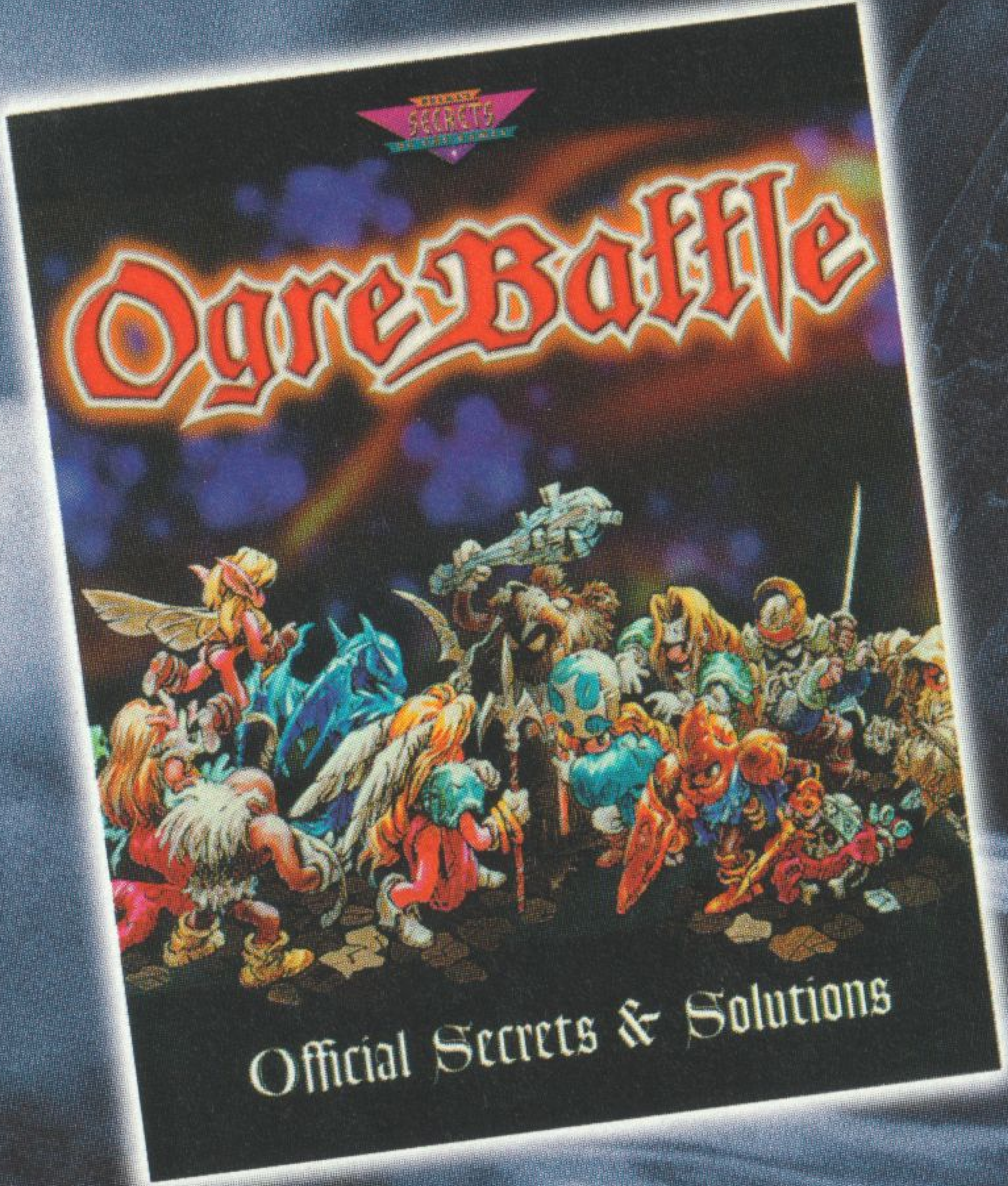

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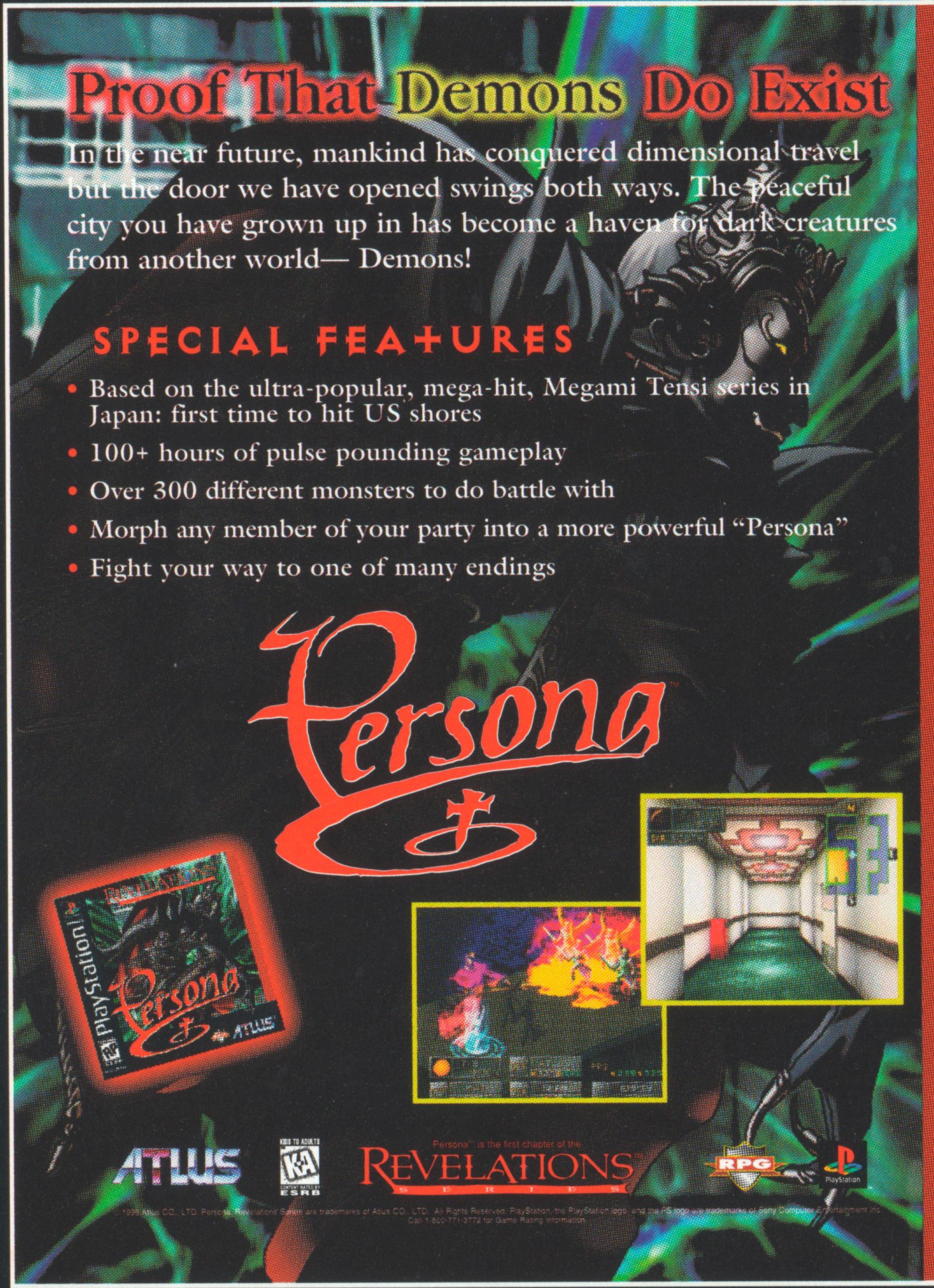

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